

IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strike through~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

1. (CURRENTLY AMENDED) A communication method, comprising:
communicating, via a network, virtual personal information of a virtual world having a representation format similar to that of real personal information of a real world to a manager within a virtual world; and
converting the virtual personal information into the real personal information based on registered information, in a managing apparatus provided in the network,
wherein the virtual personal information includes a virtual address in a virtual city within the virtual world.
2. (PREVIOUSLY PRESENTED) An electronic commercial transaction method, comprising:
making a commercial transaction in a virtual world on a network, based on virtual personal information of the virtual world received via the network,
wherein said virtual personal information having a representation format similar to that of real personal information of a real world, and includes a virtual address in a virtual city within the virtual world.
3. (PREVIOUSLY PRESENTED) The electronic commercial transaction method as claimed in claim 2, further comprising:
converting the virtual personal information into the real personal information in a managing apparatus provided in the network.
4. (PREVIOUSLY PRESENTED) The electronic commercial transaction method as claimed in claim 3, further comprising:
instructing delivery and/or settlement of an item from the managing apparatus depending on the commercial transaction, based on the real personal information.

5. (PREVIOUSLY PRESENTED) The electronic commercial transaction method as claimed in claim 2, further comprising:

seeking confirmation on an approval of the settlement to an individual in the real world who made the commercial transaction, based on the virtual personal information.

6. (PREVIOUSLY PRESENTED) The electronic commercial transaction method as claimed in claim 2, further comprising:

approving log-in to the virtual world; and
approving the commercial transaction in the virtual world.

7. (PREVIOUSLY PRESENTED) The electronic commercial transaction method as claimed in claim 6, wherein said approving the log-in and said approving the commercial transaction, respectively, approve based solely on the virtual personal information.

8. (PREVIOUSLY PRESENTED) The electronic commercial transaction method as claimed in claim 2, wherein said virtual personal information further includes at least one of a virtual name used in the virtual world, a virtual telephone number at the virtual address in the virtual city, a virtual bank account number of a virtual bank within the virtual city, and a virtual credit card number of a virtual credit card usable in the virtual world.

9. (CURRENTLY AMENDED) A managing apparatus, comprising:
managing means for managing registered information which is used when converting virtual personal information into real personal information of a virtual world of a real world, said virtual personal information having a representation format similar to that of the real personal information and including a virtual address in a virtual city within the virtual world; and
converting means for converting the virtual personal information received from the virtual city within the virtual world via a network into corresponding real personal information of the real world, based on the registered information.

10. (PREVIOUSLY PRESENTED) The managing apparatus as claimed in claim 9, further comprising:

means for instructing delivery and/or settlement of an item depending on a commercial transaction which is made in the virtual world in which the virtual personal information is used, based on the real personal information.

11. (PREVIOUSLY PRESENTED) The managing apparatus as claimed in claim 9, further comprising:

means for seeking confirmation on an approval of a settlement to an individual in the real world who made a commercial transaction in the virtual world in which the virtual personal information is used, based on the virtual personal information.

12. (PREVIOUSLY PRESENTED) A virtual city space within a virtual world, comprising:

a plurality of virtual shops accessible via a network,
a commercial transaction being made between a first virtual individual and an arbitrary one of the virtual shops, based on virtual personal information of the first virtual individual,
wherein said virtual personal information has a representation format similar to that of real personal information of a real world, and includes a virtual address in the virtual city space within the virtual world.

13. (PREVIOUSLY PRESENTED) The virtual city space as claimed in claim 12, further comprising:

a virtual home of a second virtual individual having a virtual address in the virtual city space, and
a communication being made between the first virtual individual and the second virtual individual, based on the virtual personal information of the first virtual individual.

14. (ORIGINAL) The virtual city space as claimed in claim 13, further comprising:
a virtual station through which the first virtual individual can move to another virtual city space.

15. (ORIGINAL) The virtual city space as claimed in claim 12, further comprising:
a virtual station through which the first virtual individual can move to another virtual city space.

16. (NEW) A method, comprising:
communicating virtual information of a virtual user to at least one of a plurality of virtual entities within a virtual world, both the virtual user and the plurality of virtual entities representing a real person and real entities; and
managing registered information of the virtual user and real user to convert virtual information into real information of a person.